



**Colegio Colombo Británico**  
**Section Early Childhood**  
**Kinder Mathematics 2016 - 2017**

<b>Mathematics</b>				
	<b>Achievements</b>	<b>Achievement Indicators I Period</b>	<b>Achievement Indicators II Period</b>	<b>Achievement Indicators III Period</b>
<b>Handling Data</b>	<ul style="list-style-type: none"> <li>- <b>Collect, record, organise, display and compare data using picture graphs and bar-graphs to compare and contrast. (Phase 2)</b></li> <li>- <b>Predict outcomes in order of likelihood. (Phase 2)</b></li> </ul>	<input checked="" type="checkbox"/> Sorts a collection of objects into sets for a purpose (3 criteria)	<input checked="" type="checkbox"/> Organises objects and pictures on a graph to compare quantities: more, less, more than, less than <b>(Phase 2)</b>	<input checked="" type="checkbox"/> Reads data on a bar graph based on teacher's questions <b>(Phase 3)</b>  <input checked="" type="checkbox"/> Makes reasonable predictions about possible outcomes, using related vocabulary (impossible, likely and certain).
<b>Measurement</b>	<ul style="list-style-type: none"> <li>- <b>Explore, compare and order objects making direct comparisons (Phase 1)</b></li> <li>- <b>Estimate, identify, compare and describe attributes of real objects and measure them using non-standard units. (Phase 1)</b></li> </ul>	<input checked="" type="checkbox"/> Orders a set of 10 objects by size and matches it with a corresponding set.	<input checked="" type="checkbox"/> Estimates, compares length (longer than, the longest, shorter than and the shortest) and measures length, with non-standard units to solve daily life situations.	<input checked="" type="checkbox"/> Estimates, compares (heavier than, the heaviest, lighter than, the lightest), weight with non-standard units to solve daily life situations.

Shape and Space		<p><b>-Identify, label, sort, describe and compare 3D shapes using mathematical vocabulary. (Phase 1)</b></p> <p><b>-Find examples, explain symmetry and copy symmetrical designs. (Phase 2)</b></p> <p><b>-Describe paths, regions, and boundaries of the immediate environment and follow directions describing position. (Phase 2)</b></p>	<p><input checked="" type="checkbox"/> Explores and sorts 3D shapes (roll, slide, and stack). (Cover)</p> <p><input checked="" type="checkbox"/> Describes a path from their environment using points of reference (including starting and ending points).</p>	<p><input checked="" type="checkbox"/> Finds and compares 3D shapes in their environment: cube, rectangular prism, triangular prism, sphere, cylinder, pyramid and cone (Phase 1)</p> <p><input checked="" type="checkbox"/> Follows and describes the position of different objects in relation to the objects and boundaries in their surroundings and models: inside, outside, on, under, in front, behind, next to, between. (Phase 1) (Cover)</p>	<p><input checked="" type="checkbox"/> Identifies lines of symmetry in simple shapes and designs (Phase 2)</p> <p><input checked="" type="checkbox"/> Describes the position of different objects in relation to the objects and boundaries in their surroundings and models: inside, outside, on, under, in front, behind, next to, between. (Phase 1)</p>
Patterns and Functions		<p><b>-Extend patterns and create new ones. (Phase 2)</b></p>	<p><input checked="" type="checkbox"/> Extends linear patterns in both directions (3 elements).</p>	<p><input checked="" type="checkbox"/> Extends linear patterns in both directions (3 elements), involving at least 2 variables.</p>	<p><input checked="" type="checkbox"/> Extends and creates linear patterns in both directions (3 elements), involving at least 2 variables.</p>

Number		<p><b>-Develop understanding of the Place-value notational system to represent numbers, relationships and operations among them. (Phase 2)</b></p>	<p>☑ Establishes quantities by counting objects from 1 to 15 having oral sequence and movement correspondence (Phase 1)</p> <p>☑ Orders and compares quantities from 1 to 10, inserting a missing one (n+1).</p> <p>☑ Uses objects to find number combinations (3 to 5) and represents them with drawings.</p> <p>☑ Tells simple maths stories using objects for some combinations (3-5) (Phase 1) (Cover)</p>	<p>☑ Establishes quantities by counting objects from 1 to 20 having oral sequence and movement correspondence (Phase 1)</p> <p>☑ Uses objects to estimate quantities up to 10. (Phase 1)</p> <p>☑ Uses objects to find and order number combinations (3 to 7) and represents them with drawings and numerals.</p> <p>☑ Tells simple maths stories using objects for some combinations (3-7) (Phase 1) (Cover)</p>	<p>☑ Matches numerals from 6 to 20 to the quantities they represent.</p> <p>☑ Uses objects to estimate quantities up to 10. to 15. (Phase 1)</p> <p>☑ Uses objects to find and order number combinations (5 to 9) and represents them with drawings and numerals.</p> <p>☑ Tells simple maths stories using objects for some combinations (5-9) (Phase 2)</p>
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